

AGB-BFOE-USA

GAME BOY ADVANCE

INSTRUCTION BOOKLET



CLASH WITH THE ANTI-WORLD

THQ

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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EVERYONE



Cartoon Violence

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ONCE UPON AN ANTI-WORLD

To show the world that Timmy's Fairy God Parents actually do exist, Denzil Crocker has just created the 'Fairy Finder 2000'. But when Anti-Cosmo and Anti-Wanda trick him into turning his creation's power level up too high, the 'Fairy Finder 2000' not only releases all the Anti-Fairies, but will also stop the world on Friday the 13th unless Timmy and his friends can save the day.

SET-UP

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of *The Fairly OddParents: Clash with the Anti-World* into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. The title screen should appear (if you don't see it, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.



GAME CONTROLS

BUTTON	ACTION
Control Pad	Move Left/Right, Look Up/Down
A Button	Jump (Press Again While Jumping to Super Jump)
B Button	Perform Action: Gardener Timmy—Use Leaf Blower Pirate Timmy—Throw Hook Car Timmy—Spin Attack Ninja Timmy—Use Shuriken
L Button	Press and Hold to Bring Up Wish Menu. Use Control Pad to Select from Available Wishes.
R Button	Perform Super Action: Gardener Timmy—Use Watering Can Pirate Timmy—Use Homing Hook (Uses Wish Power) Car Jimmy—Burnout Ninja Timmy—Ninja Dash (Uses Wish Power)
START	Start Game/Pause Menu
SELECT	N/A

L BUTTON

PRESS AND HOLD TO
BRING UP WISH MENU. USE
CONTROL PAD TO SELECT
FROM AVAILABLE WISHES.

CONTROL PAD
LEFT/RIGHT

MOVE LEFT/RIGHT

CONTROL PAD
UP/DOWN

LOOK UP/DOWN

B BUTTON

PERFORM ACTION:

NINJA TIMMY
USE SHURIKEN

CAR TIMMY
SPIN ATTACK

GARDENER TIMMY
USE LEAF BLOWER

R BUTTON

PERFORM SUPER ACTION:

GARDENER TIMMY
USE WATERING CAN

PIRATE TIMMY
USE HOMING HOOK
-USES WISH POWER-

CAR JIMMY BURNOUT

NINJA TIMMY
NINJA DASH
-USES WISH POWER-

A BUTTON

JUMP -PRESS AGAIN
WHILE JUMPING
TO SUPER JUMP-

START

START GAME/PAUSE MENU

MAIN MENU

Use the Control Pad and A Button to choose from the following:

- **Play Game** - Starts a new game and proceeds to the Difficulty Menu.
- **Password** - Enter your password to continue a previously saved game.
- **Options** - Customize your game with the following options:
 - **Music** - Turn background music ON or Off.
 - **SFX** - Turn sound effects ON or OFF.
 - **Credits** - View the list of fairly odd people who helped create this game.



When starting a new game choose from three different levels of difficulty.

- **Easy** - The player begins with 4 lives and a little wish power, enemies do not chase the player, and Timmy drops all his Wish Power Wands when hit.
- **Medium** - The player begins with 3 lives but has no starting Wish Power. Timmy drops most of his Wish Power Wands when hit and may actually lose some in the process.
- **Hard** - The player begins the game with 2 lives and has no starting Wish Power. Enemies chase Timmy and he'll lose most of his Wish Power Wands when hit.



A FAIRLY ALL-STAR CAST



Timmy: You. You're the hero. Now quit reading and go do some hero things!



Cosmo/Wanda: Your Fairy God Parents. Due to the Anti-Fairies, they're losing their powers fast. But that won't stop them from trying to help you as much as they can.

Denzil Crocker: Timmy's teacher and arch-nemesis built the 'Fairy Finder 2000' to finally prove the existence of Fairy God Parents to the entire world... Will he succeed?



Anti-Cosmo/Anti-Wanda: Cosmo's and Wanda's evil twins. 'Nuff said!

A WORD ABOUT WISHES

Because the Anti-Fairies are draining Cosmo's and Wanda's power, Timmy can make only a few key wishes and must collect Wish Power from the Anti-Fairies to make them happen. Once Timmy has collected enough Wish Power he can use the Wish Menu (L Button + Control Pad) to select which wish to use.



Super Gardener: Great for pruning pesky weeds, obliterating unsightly foliage, and growing trees to help get over sky-high obstacles.

- Action: Leaf Blower - Blasts enemies out of the way, fights back Timmy-Eating Plants, and blows giant seeds off special plants.
- Super Action: Watering Can - Grows trees super fast!

Pirate: Use your hook to pick up far away items and slide down ropes. You can also befriend parrots and sneak past Anti-Pirates without them noticing.

- Action: Throw Hook - Just aim at your enemy and let it fly for a guaranteed bulls-eye every time.
- Super Action: Homing Hook - This long-range buccaneer boomerang won't quit until all your on-screen enemies have been hit.

Robot Car: Race along at super speeds or transform into a spinning robot to bash unwanted obstacles out of your way.

- Action: Spin Attack - Break through barriers and clear away any nearby enemies.
- Super Action: Burnout - Got a big jump and no room to get a running start? No problem. Hold down the Super Action key to rev your engine and spin those wheels. When you hit top speed, release the Super Action key and you'll go flying!

Stealth Ninja: Super Ninja stealth skills include the ability to climb walls, move at high speeds, and turn invisible (by standing still for a second or two) to avoid detection by an enemy.

- Action: Use Shuriken - Take out enemies with this wicked cool Ninja throwing star. To throw up or down, stand still and hold Up/Down while pressing the action button.
- Super Action: Ninja Dash - Dash across the screen to defeat any enemy you touch.

ANTI-WORLD ENEMIES

Meet a few of the foes Timmy may face on his treacherous trip through Anti-World.



Anti-Fairies: These little nuisances come in two varieties. The more common ones generally just float around a bit—but the nastier type will fire their wands at Timmy! Jump on them to stun them and they'll drop their wands, which Timmy can then collect for additional wish power.



Timmy Eating Plant: These overgrown shrubs will snap at anyone that gets too close. Because Timmy can't jump on them like other enemies, it's best to use the leaf blower on these pesky plants.



Anti-Pirates: These tree-inhabiting landlubbers may be scared of the seven seas, but that doesn't mean they're scared of you! Jump on them before they make you walk the plank.



Parrot: You can't hurt them and they won't hurt you—but they sure do make a great flying taxi service. Use them when you're in pirate form!



Anti-Pixies: Beware these wacky party animals and their rib-tickling treats. Jump on them to put an end to their clowning tricks.



Mechanical Teeth: The only way to beat these indestructible guards of the Anti-Tooth Fairy is to either avoid them with ninja stealth or just plain run away!

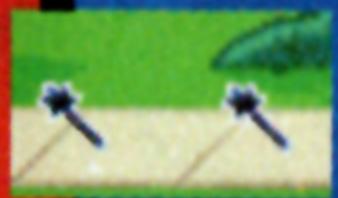


Knights: Sprung from the books in the library when the Anti-Fairies invaded, these armored enemies will charge whomever they see. Jump on them to stun them right back into the dark ages.



Neanderthal: Another creature sprung from library books, these disorientated cave-people will throw stones at you as they try to work out just exactly where they are.

ANTI-ANTI-ITEMS



Wand: This gives Timmy a little extra wish power.



Giant Wand: This gives Timmy a whole lot of extra wish power.



Heart: This grants Timmy an extra life. Which is always good, right?



Crimson Chin: Can you say "Invincibility for 15 seconds?" I thought you could!

MINI-GAMES

Hidden throughout the game – in hard-to-reach areas – are special mini games where Cosmo and Wanda can help Timmy collect Power Ups. Once the mini-game is complete, Timmy will return back to the regular game world exactly where he was before.

Anti-Fairy Invaders

Control Cosmo or Wanda to protect Timmy from the waves of Anti-Fairies. The longer you last the more bonuses you'll get. Aim Cosmo using Left or Right on the Control Pad, and use the A Button to shoot.

Timmy Pinball

Cosmo and Wanda kindly volunteered to act as flippers in a giant pinball machine. Bounce Timmy around to collect all the bonus items. The A and B Buttons make Cosmo and Wanda flick their wands to flip Timmy back into action.

Floating Timmy

Cosmo or Wanda can zap Timmy and fill his head with hot air. Float Timmy through the level collecting all the bonus items along the way. Fly Cosmo or Wanda through the level and use the A Button to zap Timmy to float or sink as you go.

NOTES

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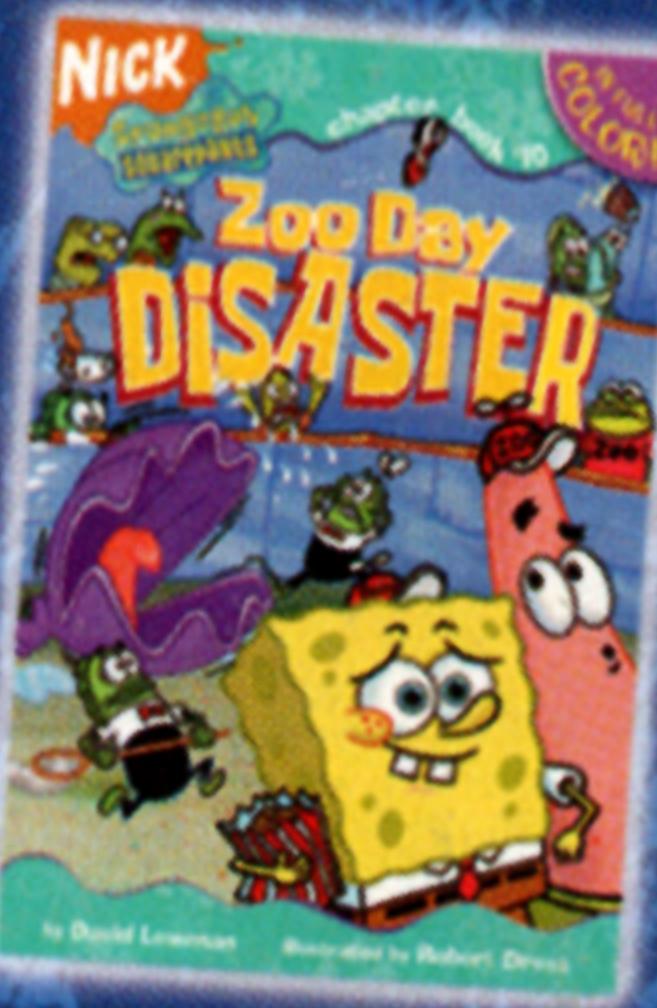
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